

ATARI 7800™ Game Manual



Save the

You're under attack! The Galagans are retaking planets they lost during a centuries-old interstellar war — and now they want you! And you're ready to fight to the bitter end to protect it!

So you join the Intergalactic Warrior Fleet. Without training, you're assigned to your first combat mission — and on-the-job is the only way to learn. Shaking in your boots, you accept the assignment and board your Intergalactic Command Ship.

Getting Started

1. Insert the *Galaga*™ cartridge into your Atari® 7800™ Pro System as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player; another into the right controller jack for two players.
3. Press [Select] to choose a one- or two-player game, or move the controller handle down for one player, up for two players. Move the controller handle to the left or right to choose one of three

difficulty levels: Novice, Advanced, or Expert.

4. Press [Reset] or either controller button to start the game.
5. Press a controller button to fire Intergalactic missiles. Hold down the button to rapid fire.
6. Press [Pause] to pause a game; press it again to resume play.

Playing the Game

Defending the Planets

You start the game with four Command Ships: one at the line of battle and the others in reserve at the bottom of the screen. Slide your Command Ship right and left to dodge Galagan fire. At the same time, fire intergalactic missiles to protect your ship. You lose a ship when it is hit by a Galagan missile or collides with an enemy.

Galagans attack in a series of waves, each fiercer than the one before. Waves are identified with numbers at the lower right of the screen. The number of ships you have in reserve is shown at the lower left.

Galagan Flagships never fly alone; they are always flanked by protective Escorts in colorful

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uniforms. Lower rank is easy to identify. Droppers, the lowest rank, wear blue. Hornets are outfitted in red, and Flagship Commanders, the highest rank, wear yellow.

The Galagari invasion starts off with a bang! An entire fleet of invaders begins flying in formation, then instantly plunges towards you, bombarding your ship, then rushing back to the lineup—that is, if you don't shoot them first!

The Galagari attack faster and faster with each wave. They swoop downward, firing laser cannons. They charge in single file, or like in groups. The enemy's special radar lets them dodge your intergalactic missiles. They use tricks to divert your attention. Their ability to pull off unexpected maneuvers forces you to quickly learn caution, turning, and still!

You thwart the initial attack, but the battle isn't over. The Galagari will be back, stronger than ever. And you'll be seeking the longer you survive, the more surprises you're in for!

To win, use your accurate aim and quick reflexes! Plan your strategy. Think ahead. A foolish move could cost you the base—and the planet!

Strategy

Try a few games in the Novice level first while you're learning to play Galaga. This will help you develop skill and strategy.

When Galagari Flagships are hit the first time, they turn blue. If hit a second time, they explode.

Galagari Flagships deploy blue macro-beams that can capture your Command ship. To rescue the hostage, hit the Flagship only while it's attacking, or you will destroy your own ship as well. Once you regain your ship, you will have two ships, moving and firing in sync, to attack with.

When a Galagari Flagship is destroyed in flight, the rest of the fleet stops firing for a few seconds of mourning. Move in quickly to take the honors before they can retaliate.

After two waves of attack, then after every third wave, you face a Challenging Stage. Five groups of eight ships fly in various attack patterns. Shoot as many ships as you can before the ships leave. Hit all 40 ships for 10,000 bonus points.

Always have a strategic escape plan to avoid patterns of enemy missile attacks. Scan the screen and think fast to outmaneuver the Galagari fleet.

Scoring

You score points when you destroy Gargans. Scores appear at the top of the screen. Player 1's score is on the left. Player 2's score is on the right. If all your Command Ships are destroyed, the game is over. At the end of a game, the player with the most points wins.

Point values are listed below.

Flagships: first hit online 5 points
second and subsequent hits 150 points

Hornets: lined up 80 points
attacking 160 points

Drones: lined up 50 points
attacking 100 points

Destroying a Flagship in flight earns bonus points.

Flagship with two Escorts 1600 points

Flagship with one Escort 800 points

Flagship with no Escorts 400 points

Challenging Stages earn bonus points.

Bonus for destroying groups of 8 ships 1000-3000 points

Bonus for destroying all 40 ships 10,000 points

Bonus for destroying less than 40 ships 100 points per ship



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